GFXVertexList

numVertices
data
index
mode
unique_mode
display_list
vbo_data
numlists
offsets
changed

+ RefreshDisplayList()
+ GFXVertexList()
+ GFXVertexList()
+ GFXVertexList()
+ GFXVertexList()
+ ~GFXVertexList()
+ numTris()
+ numQuads()
+ GetIndex()
+ GetPolyType()
and 18 more...
GetVertex()
GetColorVertex()
Init()
Draw()
RenormalizeNormals()
GFXVertexList()
VtxCopy()
ColVtxCopy()
ColIndVtxCopy()
IndVtxCopy()

GFXSphereVertexList

radius
sphere

+ GFXSphereVertexList()
+ ~GFXSphereVertexList()
+ BeginMutate()
+ EndMutate()
+ BeginDrawState()
+ Draw()
+ EndDrawState()
+ GetPolys()
+ ProceduralModification()
# Draw()